

2015 TRIAL CODEX ASTARTES SPACE MARINE ARMY LIST

SPACE MARINE DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Assault	Four Assault units	Commander, Predator	175 points
Bike	Any Five of the following units: Attack Bike, Bike	Commander	200 points
Devastator	Four Devastator units plus transport	Commander, Dreadnought, Land Raider, Predator , Razorback	250 points
Land Speeder	Any Five of the following units: Land Speeder, Land Speeder Tornado	Commander, Typhoon	200 points
Land Raiders	Any Four of the following units: Land Raider, Land Raider Crusader	Commander, Hunter, Vindicator	325 points
Landing Craft	One Space Marine Landing Craft	None	350 points
Predators	Any Five of the following units: Predator Annihilator, Predator Destructor	Commander, Hunter	275 points
Scout	Four Scout units plus transport	Commander, Land Speeder Storm , Sniper	150 points
0-1 Strike Cruiser	One Space Marine Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Hunter, Land Raider, Predator , Razorback, Vindicator	275 points
Terminator	Four Terminator units	Commander, Dreadnought, Land Raider, Vindicator	350 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Vindicator	Four Vindicators	Commander, Hunter, Vindicator	225 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

UPGRADES

UPGRADE	UNITS	COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge	+150 points
Commander	Add any one of the following characters to any unit in the formation Captain, Chaplain, Librarian 0-1 Supreme Commander per army	+50 points +100 points
Dreadnought	Add up to two Dreadnoughts	+50 points each
Hunter	Add one Hunter	+75 points
Land Raider	Add up to Four Land Raiders or Land Raider Crusaders in any combination	+75 points each
Land Speeder Storm	Add any number of Land Speeder Storms up to the number required to transport the formation	+25 points each
Predator	Add two Predator Annihilators or Predator Destructors	+75 points
Razorbacks	Add any number of Razorbacks up to the number required to transport the formation	+25 points each
Sniper	Give the following units the Sniper ability: Up to two units Up to four units	+25 points +50 points
Typhoon	Replace any number of Land Speeders with an equal number of the following: Up to two Land Speeder Typhoons Three to five Land Speeder Typhoons	+25 points +50 points
Vindicator	Add up to two Vindicators to the formation	One for +50 points Two for +75 points

IMPERIAL ALLIES FORMATIONS

IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauders	Two Marauder Bombers	250 points
Thunderbolts	Two Thunderbolt Fighter-Bombers	175 points

TITAN LEGION BATTLE GROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Battle Titan	650 points
0-1 Warhound	One Warhound Scout Titan	250 points
Warhound Pack	Two Warhound Scout Titans	500 points
Warlord	One Warlord Battle Titan	825 points

ADDITIONAL UNITS AND CHANGES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Land Raider Crusader	AV	25cm	4+	5+	5+	Twin Assault Cannons Frag launchers Hurricane Bolters	30cm (Base Contact) (15cm)	AP4/AT4+ Assault Weapons (Small Arms), EA (+2)	Reinforced Armour, Thick Rear Armour, Transport: (May carry 2 Terminators units or 3 of the following: Tactical, Devastator)
Land Speeder Storm	LV	35cm	4+	6+	5+	Heavy Bolter Cerberus launcher	30cm 15cm	AP5+ AP5+ Disrupt	Scout, Skimmer, Transport: (may carry 1 of the following units: Scout)
Vindicator	AV	25cm	4+	6+	4+	Astartes Demolisher and	30cm (15cm)	AP3+/AT4+, Ignore Cover, Disrupt Small Arms, Ignore Cover	Walker
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP MW	Transport (20 of the following units: Assault, Attack Bike, Bike, Devastator, Scout, Tactical, Terminator; plus 20 of the following units: Dreadnought, Hunter, Land Raider, Predator Annihilator, Predator Destructor, Razorback, Rhino, Vindicator, Whirlwind; plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units onboard)
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP MW	Slow and Steady, Transport (60 of the following units: Assault, Attack Bike, Bike, Devastator, Scout, Tactical, Terminator; plus 60 of the following units: Dreadnought, Hunter, Land Raider, Predator Annihilator, Predator Destructor, Razorback, Rhino, Vindicator, Whirlwind; plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units on board)